

JEPARDY!

2nd EDITION

freegamemanuals.com

Jeopardy!® 2nd Edition

© 2000 Hasbro Interactive, Inc. All Rights Reserved.

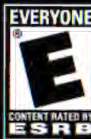
Jeopardy! is based on the television series produced by Columbia TriStar Television, a Sony Pictures Entertainment company. Jeopardy! is a registered trademark of Jeopardy Productions, Inc. © 2000 Jeopardy Productions, Inc. All Rights Reserved. ® denotes Reg. US Patent & TM office. Hasbro Interactive 50 Denham Road Beverly, MA 01915 USA

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.



NTSC U/C

PlayStation®



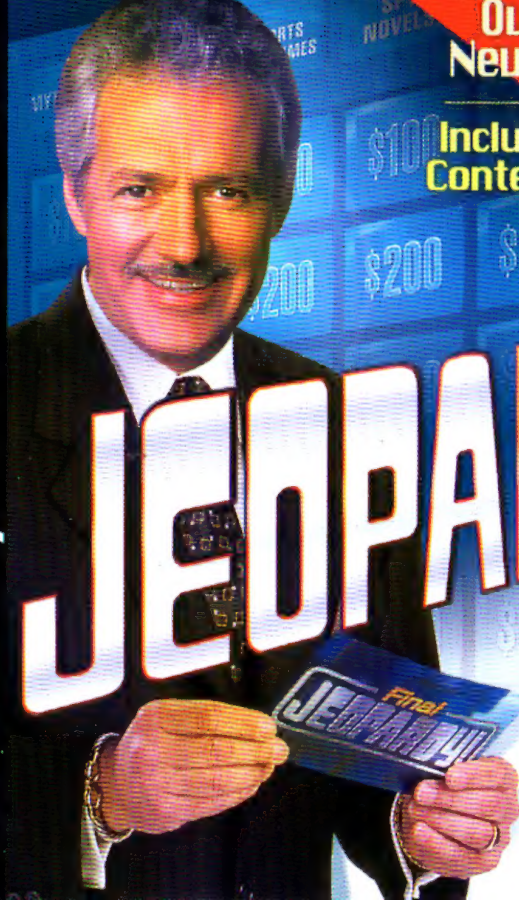
SLUS-01173
99015

Over 4,200
New Answers

Includes Sample
Contestant Exam

JEPARDY!

2nd EDITION



WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TABLE OF CONTENTS

Getting Started.....	4
Controlling <i>Jeopardy!</i> ®	5
The Main Menu	7
Options	10
Pause Menu.....	12
Let's Play <i>Jeopardy!</i>	13
Career Statistics.....	19
Take a Sample Contestant Exam	19
Behind the Scenes	21
Hasbro Interactive's Web Sites	22
Technical Support	23
License Agreement.....	24
Credits	29

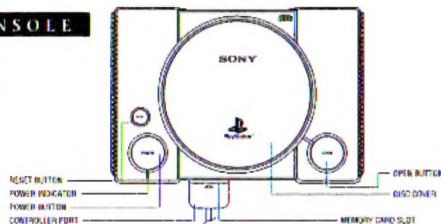
GETTING STARTED

Important! Do not insert or remove peripherals or Memory Cards once power is turned on. You will need a Memory Card to save your games.

1. Set up your PlayStation® game console according to the instructions in its Instruction Manual.
2. Make sure the power is OFF before inserting or removing a compact disc.
3. Insert the *Jeopardy! 2nd Edition* disc and close the disc cover.
4. Insert the game controllers (and Memory Card if you have one).
5. Turn ON the PlayStation® game console. The introductory sequence will begin. To skip this sequence and go directly to the Main menu, press the **START** button.

Note: You will not be able to save your progress or game information if you don't use a Memory Card. Make sure there is at least one free block on your Memory Card before beginning your game. You are not able to swap Memory Cards during play and you must leave the card in Memory Card slot 1-A of your multitap if you are using one.

CONSOLE

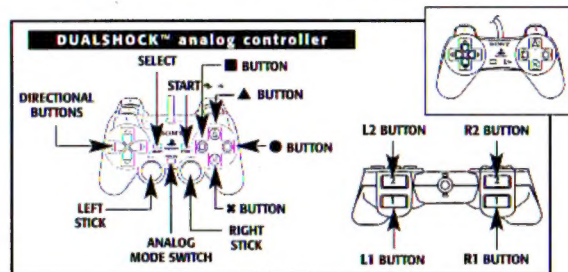


CONTROLLING JEOPARDY!®

Up to three human players can play *Jeopardy! 2nd Edition*. Each human player must use a separate controller.

If there are more than two human players, a multi-tap must be used. Player 1's input is received through controller number 1; Player 2's input and Player 3's input through the multi-tap.

Valid control visuals will generally appear on screen at all times. The following is a general guideline of how controls and buttons are mapped for the PlayStation® version of *Jeopardy! 2nd Edition*.



◀ **NOTE:** You may have a controller that looks like this. If so, please follow the digital instructions outlined below.

Directional Buttons: Use the directional buttons to scroll up and down through the menu items; to scroll left and right through the settings for a particular option, and to scroll around the letter grid. Also use these buttons to select a clue on the *Jeopardy!* gameboard.

✕ Button: Use this button to buzz in, to select a menu item, or to select a letter on the letter grid. Also use this button to say DONE when entering a player name.

▲ Button: Use this button to say DONE when entering a response to a clue, or to return to the previous screen.

● Button: Use this button to add a space to your response.

■ Button: Use this button to delete a character from your response.

L1: Use this button to erase your sign-in signature.

R1: Use this button to switch between views of the video wall, or to select the on-screen auto-complete answer as your own.

L2: Not used.

R2: Use this button to show the current scores, or to show the current category and clue value.

Note: If you are using the DUALSHOCK™ analog controller and the analog mode is turned ON, you may use the Left Stick to move around the video wall and the letter grid.

THE MAIN MENU

From the Main Menu you can do such things as start games, load previously saved games, and set gameplay options. Use the up or down directional button to select a Main Menu item and then press the ✕ button to confirm your selection. Each Main Menu item is described below:

NORMAL GAME

Select this menu item to start a Normal game with up to 3 human or computer players. Next, select 1, 2 or 3 to enter the number of human players that will be playing. Computer players will then be automatically added accordingly, to total a 3-player game.

Note: You must have at least one human player to play.

Next, use the directional buttons to select a player slot and then press the ✕ button to confirm. If you pick an empty slot, you can create a new player. If you pick a slot already featuring a player name, you can choose to either play that player (by pressing the ✕ button) or write over that player with a new player (by pressing the ● button).

Now, use the directional buttons — in combination with the other controller buttons described on screen — to draw the name(s) of the new human player(s).



In a Normal game, you compete against other human players and/or against computer players to win as much money as you can. If you are thinking about becoming a contestant on the TV show, practice your wagering skills here!

After each player has signed in, the game will begin!

SOLO GAME

Select this menu item to start a Solo game. The sign-in steps are the same as those described for the Normal game, except this time they only apply to YOU! In a Solo game, your ultimate challenge is to beat your own high score. If you are thinking about becoming a contestant on the TV show, you will be able to test your knowledge against every category and clue in the game. Your statistics will tell you what areas you need to study. (See "Career Statistics" on page 21.)

TOURNAMENT OF CHAMPIONS

Select this menu item to start a Tournament of Champions game. The setup is basically the same as that described for a Normal game (with the exception that you can never enter a new player). In a Tournament of Champions game, you play against other game winners! To qualify to play, you must have won at least 5 games, or accumulated more than \$75,000 in winnings. The categories and clues are definitely tougher here!

CONTESTANT EXAM

Select this menu item if you wish to test your knowledge with a sample contestant exam.

BEHIND THE SCENES

Select this menu item to view some interesting interviews with the production staff from the actual TV show. Learn more about what makes the show tick, and tips on playing the game. Once you win one game, you will unlock additional interviews with your host, Alex Trebek! (For more details, see "Behind the Scenes" on page 20.)

LOAD GAME

Select this menu item to continue playing the last saved game. **Note:** You can only save one game at a time, either a Normal, Solo or Tournament game.

CAREER STATISTICS

Every time you play a game, your score and winnings are stored, along with certain statistics. These statistics are stored by player name, so you will have different "career" statistics if you play using different names. If you are seriously considering becoming a contestant on the TV show, you should review these statistics often.

OPTIONS

Select this menu item to adjust the different gameplay options. **Important!** Certain options can only be adjusted *before* you begin a new game. Some of the options, however, can also be changed during gameplay from the Pause Menu described on page 12.

Use the up or down directional button to select an option. Use the left or right directional button to change the selected option's setting.

Note: Where applicable, these options will also be applied when taking the sample contestant exams.

The different gameplay options are described below:

Buzz-In Time

This is the time allowed to buzz in to respond to an answer, once the answer has been read in its entirety. The default buzz-in time is set to 6 seconds. Use the left or right directional button to select 2, 4, 6 or 8 seconds.

Response Time

This is the time allowed to type in a response to an answer after you have buzzed in. The default response time is set to 60 seconds. Use the left or right directional button to select 30, 60 or 90 seconds.



Spelling Accuracy

This setting determines how closely you must match the correct spelling of the correct answer. Use the left or right directional button to select Loose, Normal or Strict. Loose means that all consonants must appear in the correct order, but vowels aren't checked; Strict means that the spelling must be exactly correct. The default level is Normal.

Computer Player IQ

This setting determines the intelligence level of your computer opponents. Use the left or right directional button to select Low, Normal or High. This setting has a direct effect on how quickly the computer player will buzz in and the percentage of right versus wrong responses that the computer player will offer. The default Computer IQ is Normal.

Note: During gameplay, the Computer IQ may change to match your playing level.

Answer Auto Complete

When this option is ON, the game will automatically offer possible answers based on the letters you are entering. Press the **R1** button to accept the suggested on-screen answer as your own. This option may help avoid judgments based on misspellings.

Sound Level

This setting allows you to adjust the game's sound volume in increments of 5 from 0 to 100.

Credits

This option allows you to view the names of all the people who worked so hard to bring this game to you.

When you have finished adjusting the Options, press the **▲** button to return to the Main Menu.

PAUSE MENU

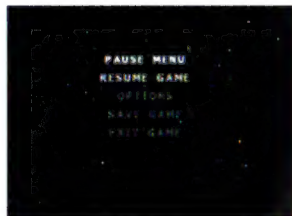
Pressing the **START** button during a game in progress will pause the game and bring up the Pause Menu. You may also choose from the following:

Resume Game – Select this menu item to return to the game currently in progress.

Options – Select this menu item if you would like to adjust the in-game options.

Save Game – Select this menu item to save your game before returning to the Pause Menu. See “How to Save a Game” below.

Exit Game – Click here to immediately return to the Main Menu WITHOUT saving the game currently in progress.



How to Save a Game

Saving a game will save the current board, category and clue information. It will also save player identities and all of the current options settings (buzz-in time, response time, spelling accuracy, computer IQ, etc.) that accompany that game.

If you wish to save an in-progress game, do the following:

1. Press the **START** button to bring up the Pause Menu.
2. Select the **Save Game** item.
3. You may now load the game at any time from the “Load Game” selection at the Main Menu.

Important! You must have a Memory Card inserted to save a game. Only one game may be saved at a time.

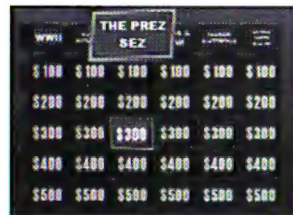
LET'S PLAY JEOPARDY!

Jeopardy! is played in three rounds: *Jeopardy!*, *Double Jeopardy!*, and *Final Jeopardy!*. At the beginning of each round, Alex will introduce the round by name and then introduce the categories individually. At the beginning of *Jeopardy!* (round 1), Player 1 has control of the board and is instructed to select a category and dollar value. In *Double Jeopardy!*, the player with the lowest score chooses first.

The “clue” will appear in the form of an answer and players must respond in the form of a question.

The Video Wall

The video wall consists of six columns of five clues each, for a total of 30 clues per each *Jeopardy!* round and each *Double Jeopardy!* round. Clues in each column relate to a specific category, which is noted at the top of the column. Values of each clue are listed on the screens. As the dollar value of the clue increases, so does the difficulty level. In *Jeopardy!*, values range from \$100 to \$500 (in \$100 increments) with one Daily Double clue. In *Double Jeopardy!*, values are doubled and range from \$200 to \$1,000 (in \$200 increments) with two Daily Double clues. Alex will also occasionally appear on screen with rulings or words of encouragement.



Selecting a Clue

The "clue" will appear in the form of an answer and players must respond in the form of a question. To select a clue from the video wall, use the directional buttons to navigate to the desired answer screen. As you navigate through the screens, you will notice a highlight and an audio cue indicating which clue you are currently over. As you toggle across the categories, the category titles will be enlarged and will become more readable. When you are on a desired clue, press the **X** button to reveal it.

Note: You may also view the board from alternate perspectives. Press the **R1** button to change your viewing perspective. Press the **R2** button to see the score summary.

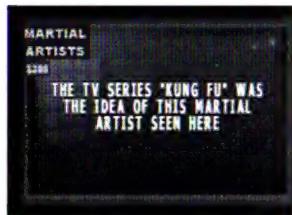
Buzzing In

To buzz in, press the **X** button. Players may buzz in once *Jeopardy!* announcer Johnny Gilbert has read the answer aloud (or once a video clue has been shown in its entirety) and the lockout lights are illuminated. Lockout lights are located on the four sides of the monitor and will be illuminated once it is okay for players to buzz in.

If a player buzzes in before the lockout lights are illuminated, there will be a fraction of a second before that player can buzz in again. If that player responds incorrectly, the other players may then buzz in.

Entering a Question

Once a player buzzes in, a text box will appear and that player will have the amount of Response Time you selected at the Options Menu to enter



in his/her response. **Important!** You do not have to type the beginning of the question. "Who is?", "What is?", "Where is?", etc., will appear in the upper left corner of the text box. Use the directional buttons to move through the letter grid and use the **X** button to select each letter. If the auto-complete option is ON, the program will search its database for possible correct responses to the clue. These words will appear below the response you are entering. If a word appears that matches the word you are entering, press the **R1** button to have that word automatically completed for you. Use the **●** button to insert a space. If you make a mistake or wish to delete letters, press the **■** button. When finished, press the **▲** button. Alex will comment on the accuracy of your response.

If you respond correctly, you are awarded the value of the question and will be instructed to choose another clue from the video wall.

If you are incorrect, or if the time allotted runs out before you have entered an acceptable response, the value of the question is deducted from your total. **Note:** If time runs out, a partial answer will be considered your full answer, and will be judged accordingly. In case of an incorrect response, other players are then given a chance to buzz in and attempt to respond to the answer.

If all players respond incorrectly to an answer, Alex will reveal the correct response and control will return to the player who last chose the clue.

If a computer player buzzes in, you will see that player's response printed



on screen. Alex will indicate whether the computer player has a correct or incorrect response and that player's total will be adjusted accordingly.

Daily Doubles

A Daily Double is hidden on the *Jeopardy!* category board. When a player discovers one, a Daily Double graphic will appear on screen and the player who chose the clue will be prompted to enter a wager. Only the player who discovered the Daily Double may respond to the clue. That player then enters a wager amount (the minimum wager is \$5 and the maximum wager is no

more than the player's current total earnings). **Note:** If the player's current total earnings are less than the highest dollar value on the board, the player can wager up to the highest dollar value on the board. That is, in the *Jeopardy!* round, a player with less than \$500 can wager up to a maximum of \$500. Likewise, in *Double Jeopardy!*, a player with less than \$1,000 can wager up to a maximum of \$1,000. To enter a wager, use the left or right directional button to select the digit you want to change. Then use the up or down directional button to increase or decrease the amount. When you are satisfied with the wager, press the **X** button.

If the player responds correctly, the wagered amount is added to the player's winnings. Play continues with the same player in control of the board.

If the response is incorrect, the amount of the wager is deducted from the player's winnings. No other players are allowed to respond to the clue. Alex will then reveal the correct response and play will continue with the same player in control of the board.



Double Jeopardy!

After the *Jeopardy!* round, the *Double Jeopardy!* round begins. Alex announces a new set of categories. Dollar values on the board are doubled and there are now two Daily Double clues hidden on the board. The player with the lowest score begins the *Double Jeopardy!* round.

Final Jeopardy!

After *Double Jeopardy!*, the last round (called *Final Jeopardy!*) commences and Alex reveals the *Final Jeopardy!* category. In *Final Jeopardy!*, each player with a score higher than zero wagers on the last clue of the game. Players can wager any amount from zero up to the total amount of their score. Players with zero or negative scores are excluded from *Final Jeopardy!*



Player 1 is asked to secretly enter a wager. If there are two or more human players, Player 2 and/or Player 3 are asked to turn away from the screen to allow Player 1 to wager. Each player takes a turn secretly entering in a wager. Computer players will also enter in their wagers, which will be symbolized with question ("?") marks so that human players will not have to turn away from the screen.

Alex then presents the clue to Player 1. If there is more than one human player, this clue is presented visually only — no audio of the clue is read aloud. Players 2 and 3 will be asked to once again look away as Player 1 secretly responds to the clue. Player 1 will hear the familiar *Jeopardy!*

"think music" and will have the Response Time (set in the Options), to enter in a response. Press the ▲ button after you have typed in your response. In turn, Players 2 and 3 are presented with the clue and will respond to it secretly. You will not visualize any computer player responding to the "think music." Responses of computer players will be recorded automatically without this process.

Alex will then reveal the response of the Final Jeopardy! player currently in last place (the player with the lowest cumulative Jeopardy! and Double Jeopardy! winnings) and will rule on that response.

If that player responds correctly, the player's wager is revealed and is added to form the player's total current winnings for the game.

If the player responds incorrectly, the player's wager is revealed and is deducted to form the player's total current winnings for the game.

This process continues in order with the player in second place (going into the final round), and then with the player in first place. **Note:** Alex will not reveal the correct response if a player responds incorrectly. The correct response will only be revealed if a player responds correctly or if all three players respond incorrectly, at which time Alex will reveal the correct response.

How to Win

The player with the highest total score after the Final Jeopardy! round has been completed is crowned the Jeopardy! champion!

CAREER STATISTICS

Each time you complete a game, your score is added to a running "career" total of statistics. The statistics tracked are:

- Number of Games Won
- Number of Games Lost
- Total Winnings
- Best Game Score
- Worst Game Score
- Best 1st Round Score
- Best Double Jeopardy! Round Score
- Best Final Jeopardy! Round Score
- Number of Tournament Games Won
- Number of Correct Answers
- Number of Incorrect Answers

Use the directional buttons to move through all of the player names and to view the statistics categories. Press the ▲ button to return to the Main Menu.

TAKE A SAMPLE CONTESTANT EXAM!

As you select the Contestant Exam option from the Main Menu, a sample exam will be presented. Alex will introduce the exam and Johnny Gilbert will read aloud each clue. The response time you have will be the one that you selected in the Options Menu.

Important! The exam is a sample only! It does NOT qualify you for appearance on the actual television show. If you are considering becoming a contestant on the TV show, you must take an exam administered by official *Jeopardy!* representatives.

Answering the sample exam clues is done exactly the same way as answering a clue in the PlayStation® console game. **Note:** Remember to press the **▲** button after you are done entering in your response. After you have answered the 50 clues, Alex will tell you if you have passed or failed. The correct responses will NOT be revealed in the game, just as they are not revealed if you take the official contestant exam. However, you're in luck. You can find the answers to the sample exam on the enclosed answer sheet or on Hasbro Interactive's web site, www.hasbro-interactive.com.

More About the Official Contestant Exams...

If you want to become a contestant on the actual TV show, please visit www.jeopardy.com for more information. If your name were chosen, you would then need to pass the official contestant exam, as well as play a mock version of the show to demonstrate how you would present yourself on the air.

The sample exam in the *Jeopardy! 2nd Edition* PlayStation® console game is a very good example of how the official exam is administered and what the official contestant exam would be like in difficulty. A passing grade is 35 out of 50, which is also true for the sample exam.

BEHIND THE SCENES

This screen provides access to interviews with various members of the *Jeopardy!* production staff, including Alex Trebek himself! To access an interview, first select one of the five location names and then press the **X** button. Next, select the title of the person whose interview you would like to view and then press the **X** button. That person's interview questions will then appear on screen. Select a question number and then watch the subject provide the answer.



Green Room – Select this menu item to learn more about Susanne Thurber, Contestant Coordinator (the first person you would meet if you became a contestant on the show!)

Control Room – Select this menu item to learn more about the show's Director, Kevin McCarthy.

Production Offices – Select this menu item to learn more about the show's Executive Producer, Harry Friedman, and two of its Writers, Jim Rhine and Gary Johnson.

Dressing Room – Select this menu item to learn more about the host of the show, Alex Trebek!

Stage – Select this menu item to learn more from Stage Manager John Lauderdale, and that famous voice behind the scenes, Announcer Johnny Gilbert.

HASBRO INTERACTIVE'S WEB SITES

Hasbro Interactive has exciting, full and active web sites dedicated to ensure you get the most out of your new games. You can visit us at:

<http://www.hasbro-interactive.com>

Kids, check with your parent or guardian before visiting any web site.

Visit and you will discover that Hasbro Interactive web sites contain such things as:

- Technical Support
- Interviews
- Hints and Tips
- Competitions
- Software Upgrades
- Demos
- Community
- And much more

We are constantly updating our web sites so stop by and visit us frequently. With events and new additions planned, you won't want to miss out.

ONLINE STORE

If you enjoyed this product and would like to purchase other great Hasbro Interactive products online, stop by the ONLINE STORE at our main site for convenient shopping from home. Purchasers must be 18 years or older or have parent's permission.

TECHNICAL SUPPORT

If you are having technical difficulties with the *Jeopardy! 2nd Edition* PlayStation® game, and need to call Technical Support, please have the correct name of the game available (and be ready to take notes).

For telephone technical support, please call **(410) 568-2377**. Support hours are from 8:00 a.m. to 12:00 midnight, Eastern Standard Time, Monday through Friday, and from 8:00 a.m. to 8:00 p.m., Eastern Standard Time, Saturday and Sunday, holidays excluded. No game hints will be given through this number.

You may also communicate with our technical support via the Internet at:

<http://support.hasbro.com>.

This site contains an up-to-date interactive knowledge base, and email contacts for technical support.

To find out more about the *Jeopardy! 2nd Edition* PlayStation® game or any other Hasbro Interactive product, please visit our main web site at:

<http://www.hasbro-interactive.com>



LICENSE AGREEMENT

*** IMPORTANT ***

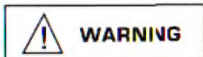
This is a legal agreement between the end user ("You") and Hasbro Interactive, Inc., its affiliates and subsidiaries (collectively "Hasbro Interactive"). This Agreement is part of a package (the "Package") that also includes, as applicable, executable files that you may download, a game cartridge or disc or a CD-ROM (collectively referred to herein as the "Software") and certain written materials (the "Documentation"). Any patch, update, upgrade, modification or other enhancement provided by Hasbro Interactive with respect to the Software or the Documentation, or bonus game provided by Hasbro Interactive at no extra charge as part of the Package, shall be included within the meanings of those terms, for the purposes of this Agreement, except to the extent expressly provided below.

BY DOWNLOADING OR INSTALLING THE SOFTWARE, YOU ACKNOWLEDGE THAT YOU HAVE READ ALL OF THE TERMS AND CONDITIONS OF THIS AGREEMENT, UNDERSTAND THEM, AND AGREE TO BE BOUND BY THEM. YOU UNDERSTAND THAT, IF YOU PURCHASED THE PACKAGE FROM AN AUTHORIZED RESELLER OF HASBRO INTERACTIVE, THAT RESELLER IS NOT HASBRO INTERACTIVE'S AGENT AND IS NOT AUTHORIZED TO MAKE ANY REPRESENTATIONS, CONDITIONS OR WARRANTIES, STATUTORY OR OTHERWISE, ON HASBRO INTERACTIVE'S BEHALF NOR TO VARY ANY OF THE TERMS OR CONDITIONS OF THIS AGREEMENT.

If You do not agree to the terms of this Agreement, do not download or install the Software and promptly return the entire Package to the place You obtained it for a full refund. If you should have any difficulty in obtaining such refund, please contact Hasbro Interactive at 800-683-5847 from the United States or at +44-1454 893-900 from outside the United States.

CONSUMER SAFETY WARNINGS AND PRECAUTIONS STATEMENT:

Epilepsy Warning



READ THIS NOTICE BEFORE YOU OR YOUR CHILD USE THIS SOFTWARE

A very small portion of the population have a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

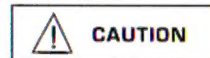
If you or anyone in your family has an epileptic condition or has experienced symptoms like an epileptic condition (e.g. a seizure or loss of awareness), immediately consult your physician before using this Software.

We recommend that parents observe their children while they play games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, DISCONTINUE USE IMMEDIATELY and consult your physician.

FOLLOW THESE PRECAUTIONS WHENEVER USING THIS SOFTWARE:

- Do not sit or stand too close to the monitor. Play as far back from the monitor as possible.
- Do not play if you are tired or need sleep.
- Always play in a well lit room.
- Be sure to take a 10 to 15 minute break every hour while playing.

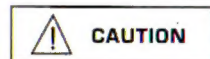
Repetitive Strain Statement



Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should ALWAYS take a 10 to 15 minute break every hour while playing. If your hands or arms become tired or uncomfortable while playing, stop and rest. If you continue to experience soreness or discomfort during or after play, listen to the signals your body is giving you. Stop playing and consult a doctor. Failure to do so could result in long term injury.

If your hands, wrist or arms have been injured or strained in other activities, use of this Software could aggravate the condition. Before playing, consult a doctor.

Motion Sickness Statement



This Software generates realistic images and 3-D simulations. While playing or watching certain video images, some people may experience dizziness, motion sickness or nausea. If you or your child experience any of these symptoms, discontinue use and play again later.



LIMITED LICENSE: You are entitled to download or install, and operate this Software solely for your own personal use, but may not sell or transfer reproductions of the Software or Documentation to other parties in any way. You may download or install, and operate one copy of the Software on a single terminal connected to a single computer. You may not network the Software or otherwise use it on more than one computer or computer terminal at the same time.

INTERNET-BASED PLAY: CHAT: This Software may include Internet-play features. If You choose to use such features, You will need to access the Internet. The Software or Documentation may also suggest links to certain Software-related web sites, including web sites operated by Hasbro Interactive or third parties. Your access to web sites operated by Hasbro Interactive is subject to the terms of use and privacy policies of such web sites. Children should check with a parent or guardian before accessing the Internet, including without limitation any chat function, on-line "arcade," or em@il Game. Internet game play may occur through one or more independent gaming or other web sites (each a "Web Site"), including without limitation the MSN Gaming Zone run by the Microsoft Corporation. Hasbro Interactive does not review or control, and disclaims any responsibility or liability for, the functioning and performance of any Web Site, the terms of use of any Web Site, the privacy policies of any Web Site, and any content on or available via a Web Site, including, without limitation, links to other web sites and comments or other contact between users of a Web Site. Hasbro Interactive does not endorse the Web Sites merely because a link to the Web Site is suggested or established. Hasbro Interactive does not monitor, control, endorse, or accept responsibility for the content of text or voice chat messages, if applicable, transmitted through the use of the Software. Use of the chat function, or other content or services of any Web Site is at Your own risk. You are strongly encouraged not to give out identity or other personal information through chat transmissions.

OWNERSHIP: COPYRIGHT: Title to the Software and the Documentation, and patents, copyrights and all other property rights applicable thereto, shall at all times remain solely and exclusively with Hasbro Interactive and its licensors, and You shall not take any action inconsistent with such title. The Software and the Documentation are protected by United States, Canadian and other applicable laws and by international treaty provisions. Any rights not expressly granted herein are reserved to Hasbro Interactive and its licensors.

OTHER RESTRICTIONS: You may not cause or permit the disclosure, copying, renting, licensing, sublicensing, leasing, dissemination or other distribution of the Software or the Documentation by any means or in any form, without the prior written consent of Hasbro Interactive. You may not modify, enhance, supplement, create derivative work from, adapt, translate, reverse engineer, decompile, disassemble or otherwise reduce the Software to human readable form.

LIMITED WARRANTY:

Hasbro Interactive warrants for a period of ninety (90) days following original retail purchase of this copy of the Software that the Software is free from substantial errors or defects that will materially interfere with the operation of the Software as described in the Documentation. This limited warranty: (i) applies to the initial purchaser only and may be acted upon only by the initial purchaser; and (ii) does not apply to any patch, update, upgrade, modification, or other enhancement provided by Hasbro Interactive with respect to the Software or the Documentation or to any bonus game provided by Hasbro Interactive at no extra charge as part of the Package, which are provided on an AS IS BASIS ONLY. EXCEPT AS STATED ABOVE, HASBRO INTERACTIVE AND ITS LICENSORS MAKE NO OTHER WARRANTY OR CONDITION, EXPRESS OR IMPLIED, STATUTORY OR OTHERWISE, REGARDING THIS SOFTWARE. THE IMPLIED WARRANTY THAT THE SOFTWARE IS FIT FOR A PARTICULAR PURPOSE AND THE IMPLIED WARRANTY OF MERCHANTABILITY SHALL BOTH BE LIMITED TO THE NINETY (90) DAY DURATION OF THIS LIMITED EXPRESS WARRANTY. THESE AND ANY OTHER IMPLIED WARRANTIES OR CONDITIONS, STATUTORY OR OTHERWISE, ARE OTHERWISE EXPRESSLY AND SPECIFICALLY DISCLAIMED. Some jurisdictions do not allow limitations on how long an implied warranty or condition lasts, so the above limitation may not apply to You. This limited warranty gives You specific legal rights, and you may also have other rights which vary from jurisdiction to jurisdiction.

If you believe you have found any such error or defect in the Software during the warranty period, (i) if you are in the United States, call Hasbro Interactive's Consumer Affairs Department at 800-683-5847 between the hours of 8:00 a.m. and 4:45 p.m. Monday through Friday (Eastern Time), holidays excluded, and provide your Product number; or (ii) if you are outside the United States, send your original CD-ROM disc, game cartridge or disc, or, if applicable, the executable files that you downloaded, to Hasbro Interactive at Caswell Way, Newport, Gwent, NP9 0YH, United Kingdom, together with a dated proof of purchase, your Product number, a brief description of such error or defect and the address to which the Software is to be returned. If you have a problem resulting from a manufacturing defect in the Software, Hasbro Interactive's and its licensors' entire liability and Your exclusive remedy for breach of this limited warranty shall be the replacement of the Software, within a reasonable period of time and without charge, with a corrected version of the Software. Some jurisdictions do not allow the exclusion or limitation of relief, incidental or consequential damages, so the above limitation or exclusion may not apply to You.

LIMITATION OF LIABILITY

HASBRO INTERACTIVE AND ITS LICENSORS SHALL NOT BE LIABLE FOR SPECIAL, INCIDENTAL, CONSEQUENTIAL, EXEMPLARY OR OTHER INDIRECT DAMAGES, EVEN IF HASBRO INTERACTIVE OR ITS LICENSORS ARE ADVISED OF OR AWARE OF THE POSSIBILITY OF SUCH DAMAGES. IN NO EVENT SHALL HASBRO INTERACTIVE'S AND ITS LICENSORS' AGGREGATE LIABILITY EXCEED THE PURCHASE PRICE OF THIS PACKAGE. Some jurisdictions do not allow the exclusion or limitation of special, incidental, consequential, indirect or exemplary damages, or the limitation of liability to specified amounts, so the above limitation or exclusion may not apply to You.

GENERAL: This Agreement constitutes the entire understanding between Hasbro Interactive and You with respect to subject matter hereof. Any change to this Agreement must be in writing, signed by Hasbro Interactive and You. Terms and conditions as set forth in any purchase order which differ from, conflict with, or are not included in this Agreement, shall not become part of this Agreement unless specifically accepted by Hasbro Interactive in writing. You shall be responsible for and shall pay, and shall reimburse Hasbro Interactive on request if Hasbro Interactive is required to pay, any sales, use, value added (VAT), consumption or other tax (excluding any tax that is based on Hasbro Interactive's net income), assessment, duty, tariff, or other fee or charge of any kind or nature that is levied or imposed by any governmental authority on the Package.

EXPORT AND IMPORT COMPLIANCE: In the event You export the Software or the Documentation from the country in which You first received it, You assume the responsibility for compliance with all applicable export and re-export regulations, as the case may be.

GOVERNING LAW; ARBITRATION: This Agreement shall be governed by, and any arbitration hereunder shall apply, the laws of the Commonwealth of Massachusetts, U.S.A., excluding (a) its conflicts of laws principles; (b) the United Nations Convention on Contracts for the International Sale of Goods; (c) the 1974 Convention on the Limitation Period in the International Sale of Goods (the "1974 Convention"); and (d) the Protocol amending the 1974 Convention, done at Vienna April 11, 1980.

Any dispute, controversy or claim arising out of or relating to this Agreement or to a breach hereof, including its interpretation, performance or termination, shall be finally resolved by arbitration. The arbitration shall be conducted by three (3) arbitrators, one to be appointed by Hasbro Interactive, one to be appointed by You and a third being nominated by the two arbitrators so selected or, if they cannot agree on a third arbitrator, by the President of the American Arbitration Association ("AAA"). The arbitration shall be conducted in English and in accordance with the commercial arbitration rules of the AAA. The arbitration, including the rendering of the award, shall take place in Boston, Massachusetts, and shall be the exclusive forum for resolving such dispute, controversy or claim. The decision of the arbitrators shall be binding upon the parties hereto, and the expense of the arbitration (including without limitation the award of attorneys' fees to the prevailing party) shall be paid as the arbitrators determine. The decision of the arbitrators shall be executory, and judgment thereon may be entered by any court of competent jurisdiction.

Notwithstanding anything contained in the foregoing Paragraph to the contrary, Hasbro Interactive shall have the right to institute judicial proceedings against You or anyone acting by, through or under You, in order to enforce Hasbro Interactive's rights hereunder through reformation of contract, specific performance, injunction or similar equitable relief. For the purposes of this Paragraph, both parties submit to the jurisdiction of, and waive any objection to the venue of, the state and federal courts of the Commonwealth of Massachusetts.

CREDITS

Hasbro Interactive

Tom Dusenberry
CEO

Charlie McCarthy
COO

Teresa Chubet
Senior Producer

Trina Wilson
Senior Product Manager

Eric Hayashi
Executive Producer

John Sutyak
Chief Creative Officer

Tony Parks
Senior V.P. Research
and Development

Rich Reily
V.P. of Technology

Dave Albert
V.P. External Development

Rod Nakamoto
V.P. of Studios

Rob Sears
V.P. of Development Operations

Michael Craighead
Director of Quality Assurance

Kurt Boutin
Q.A. Certification Manager

Randy Lee
Bill Carroll
Q.A. Testing Managers

Jennifer Kaczor
Q.A. Certification Lead

Jeff Tolleson
Lead Tester

Kathy Steel
Kevin Kirkpatrick
Testers

John Hurlbut
General Manager

Ann Marie Bland
Director of Marketing

Gale Steiner
V.P. of Marketing Services

Steve Webster
Chief Visual Officer

Steve Martin
Manager of Creative Services

Elizabeth Mackney
Manager of Editorial/
Documentation Services

Kathryn Lynch
Marketing Services Manager

Kristine Meier
Senior Graphic Designer

Paul Collin
Copywriter

Sarah McIlroy
Channel Marketing Director

Laura Tomasetti
V.P. of Public Relations

Jayson Hill
Manager of Public Relations

Tony Moreira
Manager of Technical Services

Bob Sadacca
V.P. of Administration
and Operations

Tracy Kureta
Operations and Special
Projects Manager

Jackie Daya
Deborah Stone
Rosalie Cravotta
Linda Ferros
Legal and Finance

Special Thanks:

Alex Trebek
Johnny Gilbert

Sony Pictures Consumer Products

Mark Caplan
Mark Narmore
Laetitia May

Jeopardy!

Harry Friedman
Rocky Schmidt
Jim Rhine
Gary Johnson
Kevin McCarthy
John Lauderdale
Susanne Thurber

Bruce Austin Productions

Bruce Austin
Robert Francke

Photography

Steve Crise

Artech Digital Entertainment

Rick Banks
Paul Butler
Game Design

Richard Cooper
Writer and Creative Director

Chris Gray
Artech General Manager

Tim Park
Tony Santamaria
David Ethier
Stephane LeBrun
Programmers

Stephen Young
Corey Humes
Donna Bennett
D'Arcy Nichol
Artists

Pierre Proulx
Les Emmerson
Ewa Szymanska
Database

Bret Rowdon
System Code

Charles Gaulke
Additional Code

Josh Bridge
Craig Daughtrey
John Lee
Nancy MacDonald
Michael Morris
Additional Artists

Christopher Paine
Mischa Hrzivnatzki
Derick Lau
Patrick Lau
Video Production

Mark Mitchell
Music & Sound

Andrew Bowser
Jennifer Priest
Additional Help

Roger Camm
Steve LaRose
Gary Bazdell
Technical Support

Christine Moran
Female A.I. Voices

Derick Fage
Male A.I. Voices

Blue Turtle (Ottawa)

Andy Del Castillo
Andrew Huggett
James Marjerrison
David Ouellette
Colin Savage Schlachta
Audio Production

L.A. Video Shoot

Two Guys from Canada Productions

Dick Cooper
Writer/Director

Christopher Paine
Camera/Sound/Lights

Special Thanks:

Leonie Gardiner
(First Stage Talent)

© 2000 Hasbro Interactive, Inc. All Rights Reserved.

JEOPARDY! is based on the television series produced by Columbia TriStar Television, a Sony Pictures Entertainment company. Jeopardy! is a registered trademark of Jeopardy Productions, Inc. © 2000 Jeopardy Productions, Inc. All Rights Reserved.

"Pompe van.../Dove sei? ..." from Rodelinda, performed by: Maureen Forrester, courtesy of: CBS Records © 1992

TM / © 2000 Buzz Aldrin licensed by Global Icons, Los Angeles, CA 90034. All rights reserved. www.globalicons.com

TM / © 2000 Burt Lancaster licensed by Global Icons, Los Angeles, CA 90034. All rights reserved. www.globalicons.com

"Bela Lugosi"™ and © 2000 Bela G. Lugosi. All rights reserved.

TM / © 2000 James Dean, Inc. licensed by CMG Worldwide Inc., USA

Image of Mr. Andy Warhol reproduced with authorization of the Andy Warhol Foundation for Visual Arts / ARS (New York) / SODRAC (Montreal)

The ratings icon is a trademark of the Interactive Digital Software Association.

© denotes Reg. US Patent & TM office

